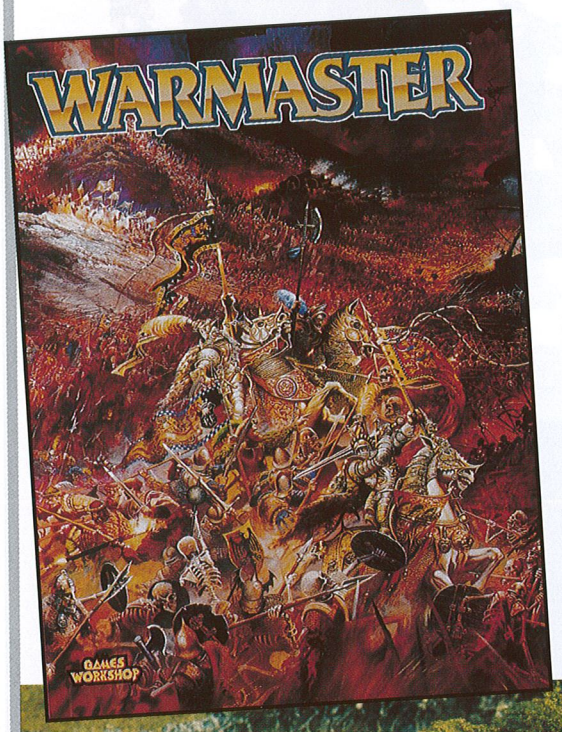
WARMASTER®



'Multitudes march to war... Through the smoke and ruin of destruction they advance, an unstoppable army whose ranks spill into the broad plain as effortlessly as the flood tide. You look upon them with the unshakeable pride of the indomitable Warmaster.'

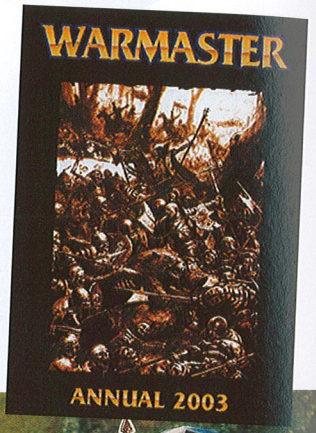
Warmaster Rulebook £20

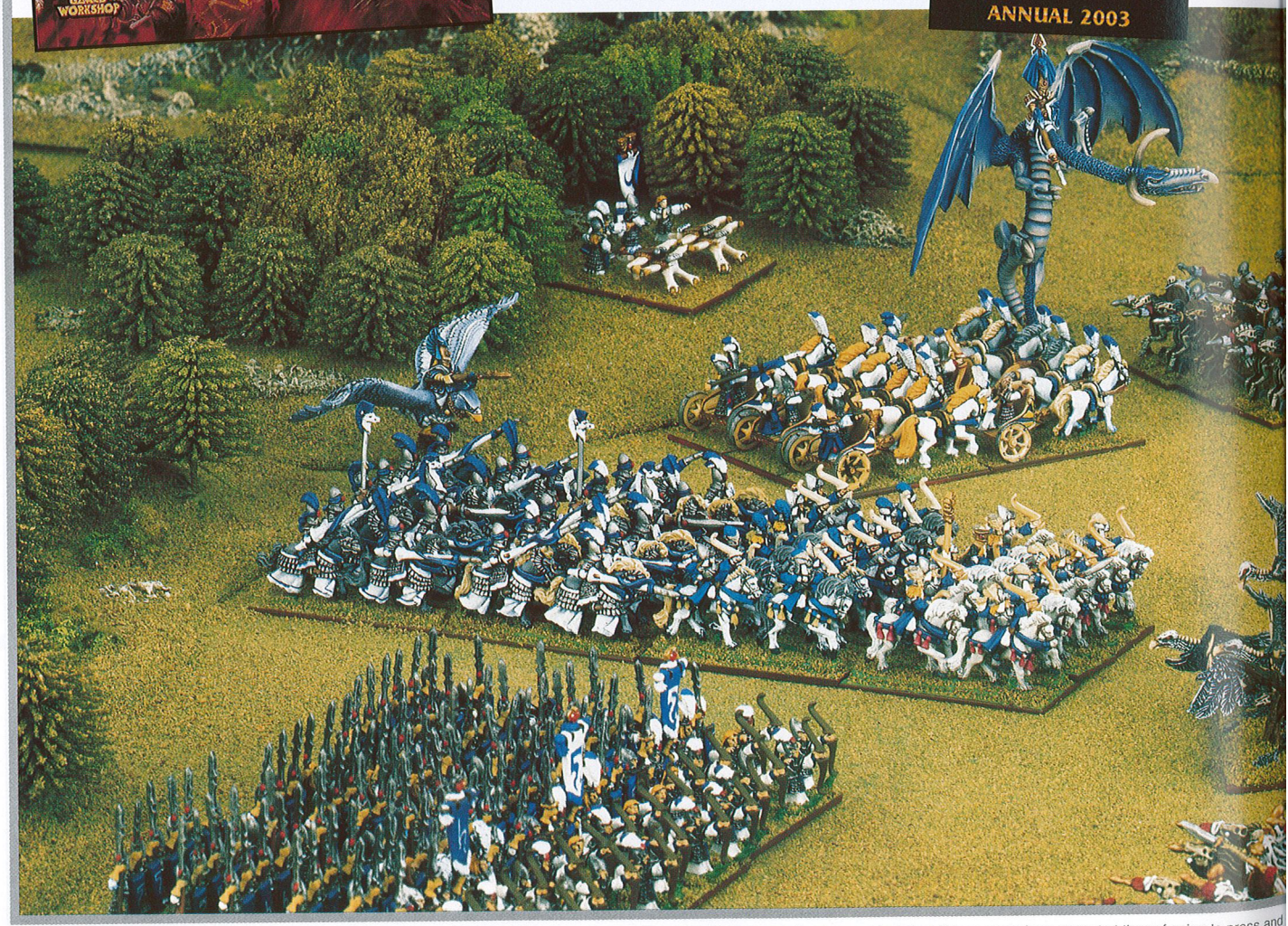
Warmaster Annual 2003

The Warmaster Annual collects together the best rules, articles and new army list from the Warmaster Magazine. Including rules for Vampire Counts, Dark Elves and the new Skaven armies, the Warmaster Annual is an indispensable aid for Warmaster players everywhere.

Warmaster Annual 2003 £12

Warmaster website:
www.warmaster.co.uk





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AN INTRODUCTION TO WARMASTER

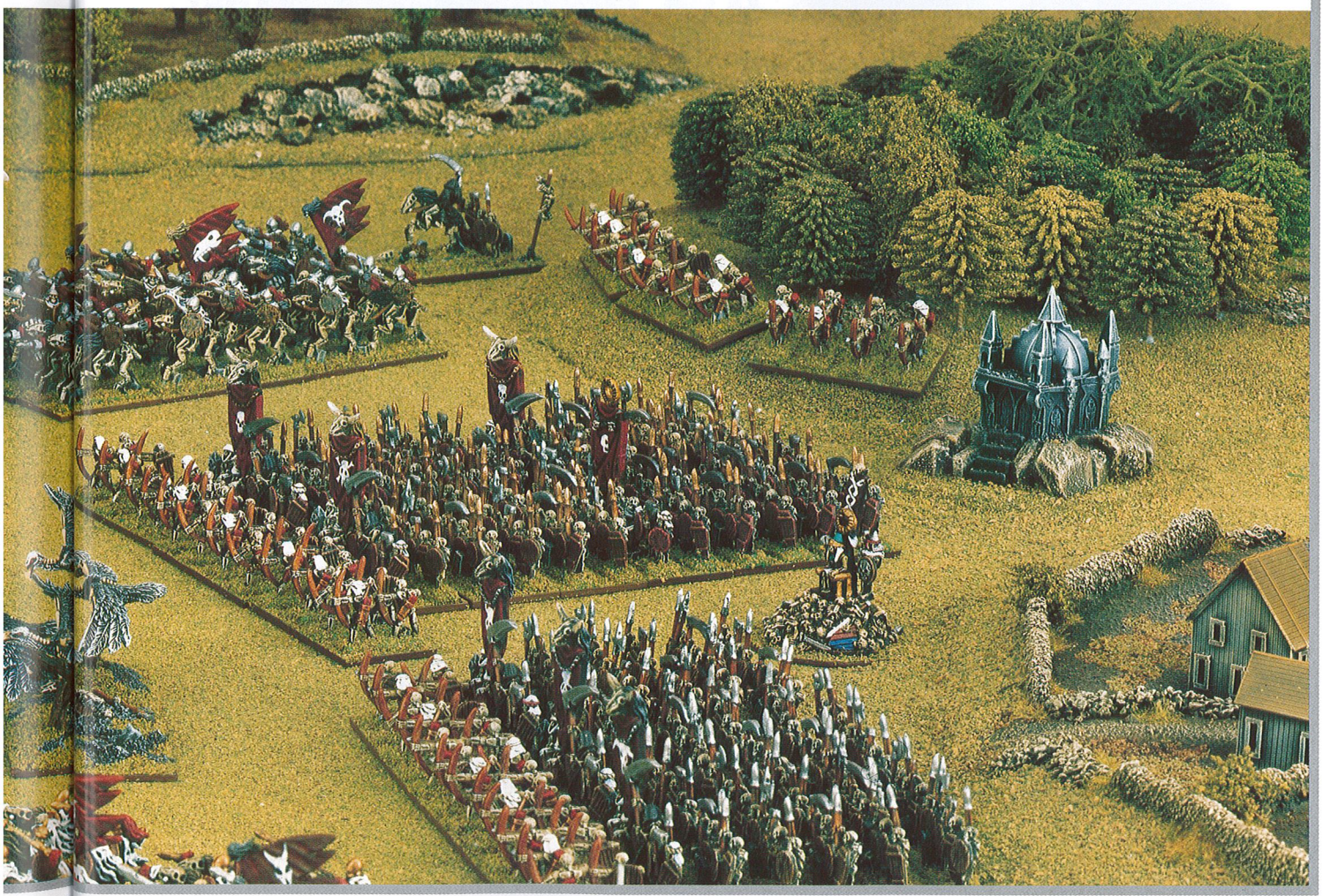
Warmaster was launched in the spring of the year 2000 and has become firmly established as a favourite amongst players who appreciate the subtle appeal of tactics on a grand scale. The 160-page book contains rules, army lists, painting and modelling guide, and numerous appendices and summaries.

The design theme for this game is big battles – and the game firmly places the player in the role of a general making plans, issuing orders and manoeuvring his army into an undefeatable position. The emphasis on command control means that it is perfectly possible for troops to undertake sweeping flanking moves in a single turn, whilst other less fortunate troops just sit back on their deployment zone waiting for instructions that never arrive. Luck plays its part, but a good commander makes use of lesser commanders – in this case heroes and wizards – to issue his orders across the far flung battle lines.

To accommodate the grand scale of the battlefield the models themselves are relatively small – a man is about 10mm tall compared to a Warhammer or WH40K man at 28mm+. This small size enables us to mould most combatants in whole ranks or 'strips' which fasten to rectangular 40mm x 20mm bases to produce a game piece or 'stand'. All Warmaster models are cast in metal and most are designed to fit onto the plastic bases supplied – a few large models require you to make you own bases or glue together several of the standard bases to make a larger one. In order to more easily distinguish character pieces many players like to substitute the standard rectangular bases for round bases made from coins or washers – a few examples can be seen in this catalogue. Infantry and cavalry are the most important elements in the game and an infantry or cavalry 'unit' generally consists of 3 bases or 'stands' as shown in this catalogue. Some units consist of fewer stands – cannon units usually comprise just 2 stands, for example, and most large monsters are 1 stand to one unit. In all cases the model range has been designed so that you buy one whole unit at a time. The character sets actually include a variety of pieces, including numerous extra bits and pieces (the designers like doing character sets!), but always contain sufficient pieces to make at least 1 general, 1 hero, and 1 wizard stand. The notable exception is the Slann general for the Lizardmen… who's so fat we had to put him in his own pack.

The original 6 armies (Dwarfs, Undead, High Elves, Orcs, Empire, and Chaos) have since been joined by Kislev, Bretonnians, Dark Elves, Vampire Counts, Daemons, Skaven and Lizardmen. The army lists and rules for these new armies have been published in Fanatic magazine and on the Warmaster website. Further armies are in preparation at the time of writing and our intention is to continue to add new armies as well as new models for existing armies, siege equipment and other useful bits and bobs. Each year since 2000 Games Workshop has sponsored a Warmaster tournament in the UK as well as smaller get-togethers, such as the campaign days at Warhammer World in Nottingham. More importantly Warmaster has also featured in numerous privately run events and has proven a popular club game being ideal from the point of view of multi-player battles and transporting armies (they don't take up much room!).

More about Warmaster and the latest developments, events, and updates can be found on the Warmaster website or in the latest edition of Fanatic Magazine.



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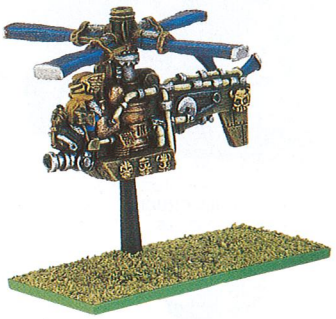

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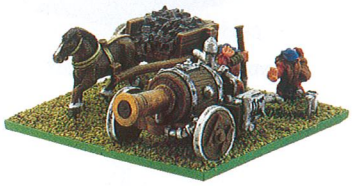

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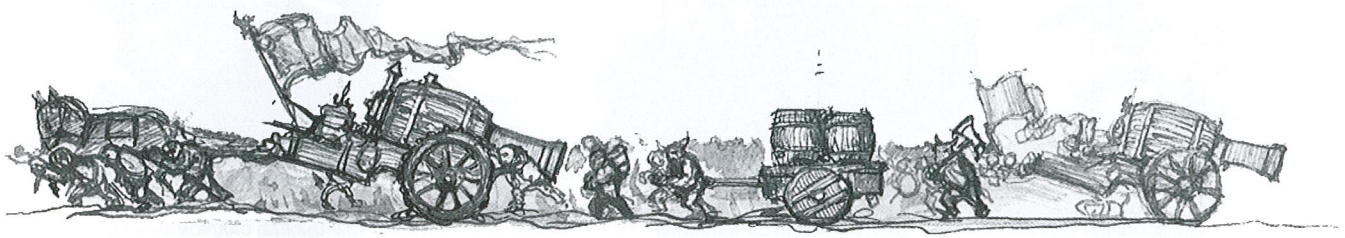

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99061201031 **£6**

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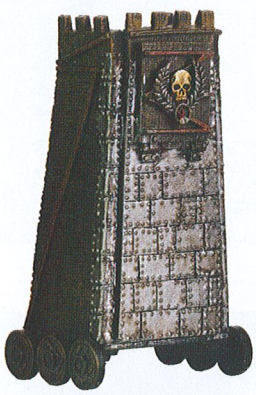
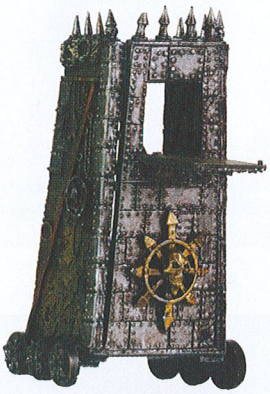
SIEGE & ACCESSORIES



EMPIRE SIEGE TOWER
99111202030 £10

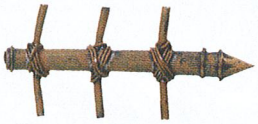


CHAOS SIEGE TOWER
99111201014 £10

ORC SIEGE TOWER
99111209017 £10

SIEGE ACCESSORIES

You will be supplied with a random selection of 8 mantlets, 10 ladders, 5 rams, 4 Siege Defenders sprues and 4 cauldrons.



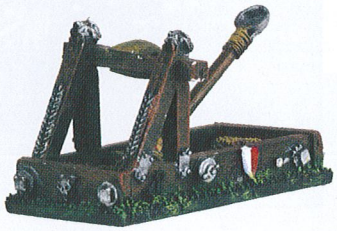
RAM

SIEGE CAULDRON

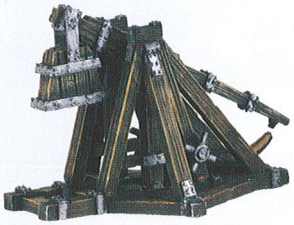
LADDER

SIEGE ACCESSORIES
99111299004 £10

BATTERING RAM
99061299006 £6



MANGONEL
99061203010 £4



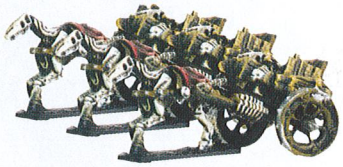
TREBUCHET
99061299005 £9

The Mangonel and Trebuchet require a crew which must be ordered separately.

The following crew packs are available: Bretonnian, High Elf, Undead, Orc, Empire and Dwarf £4 for crew set – generally enough for 2 full crews (some minor converting may be required).

EMPIRE CARTS
99061202027 £6

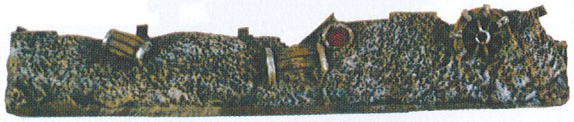
ORC CARTS
99061209015 £6



UNDEAD CARTS
99061207012 £6

EARTHWORKS SET

You will be supplied with a random selection of earthworks / pickets and siege baskets, which when combined will be up to a foot in length.



GUN EMPLACEMENTS
99061299003 £3

EARTHWORKS SET
99111299002 £10

SHOWCASE

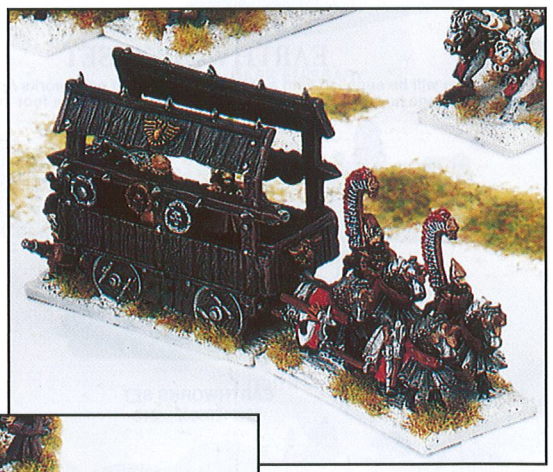
Above – Converted Tomb King on chariot.

Below – 2 units of Skeletons cavalry supported by a Undead character.

Top – A unit of converted High Elf chariots.

Above – A unit of High Elf Silver Helms.

Below – Kisley War Wagon.



Above left – A unit of Kislev Knights.

Left – A unit of Bears.

CHAOS ARMY
Painted by Agis Neugebauer & the 'Eavy Metal team

DARK ELF ARMY
Painted by Agis Neugebauer & Stuart Witter

LIZARDMEN ARMY
Painted by Rick Priestley